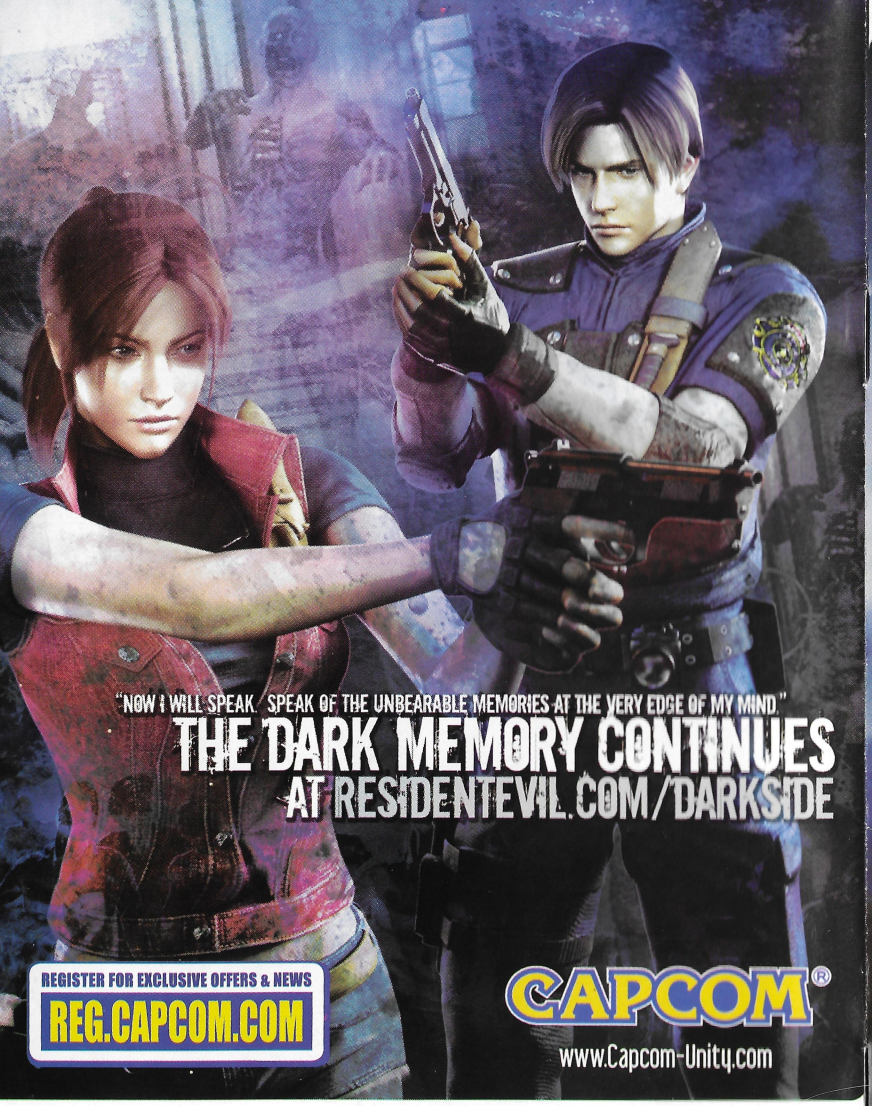
"NOW I WILL SPEAK. SPEAK OF THE UNBEARABLE MEMORIES AT THE VERY EDGE OF MY MIND."
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Wii™

RESIDENT EVIL®
THE DARKSIDE CHRONICLES

MATURE 17+
M
CONTENT RATED BY ESRB

Compatible with Wii Zapper™ Sold separately

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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

MATURE 17+ CONTENT RATED BY ESRB

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⚠ *CAUTION: WRIST STRAP USE*

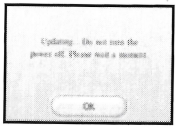
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- **Make sure all players put on the wrist strap properly when it is their turn.**
- **Do not let go of the Wii Remote during game play.**
- **Dry *your hands if they become moist.***
- **Allow adequate room around you during game play and make sure that all *areas you might move into are clear of other people and objects.***
- **Stay at least three feet from the television.**
- **Use the Wii Remote Jacket.**

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system *menu, and if necessary a Wii system update screen will appear. Press OK to proceed.*



To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at support.nintendo.com/wiiprivacy.jsp.

Vimm's Lair

Introduction

The virus continues to spread...

Changing its shape and becoming stronger and stronger...

Until it's wiped out, until the time comes...

RESIDENT EVIL
THE DARKSIDE CHRONICLES

Contents

06. THE STORY
12. USING THE CONTROLLER
14. STARTING THE GAME
16. MAIN MENU
18. OPTIONS
19. GAME SCREEN
20. PLAYER ACTIONS
22. STATUS
23. WEAPONS & ITEMS
24. TWO PLAYER MODE
25. RESULTS
26. Nintendo Wi-Fi Connection RANKINGS
28. HINTS

Now I will speak,

speak of my unbearable memories...

I will tell the truth of the Darkside

...at the very edge of my mind.

Vimm's Lair

The Story

Not a single incident involving B.O.Ws (Bio-organic Weapons) had been reported since the incident at Raccoon City. The pharmaceutical corporation that had first unleashed the T-virus, Umbrella, had crumbled. Among the people, memory of the Raccoon City incident itself was fading.

Amidst all this, the intelligence agency received information that one Umbrella researcher who had escaped justice was in contact with a man named Javier Hidalgo in a small South American country.

I have been dispatched on a mission to South America. There, I will once again come face to face with terror.

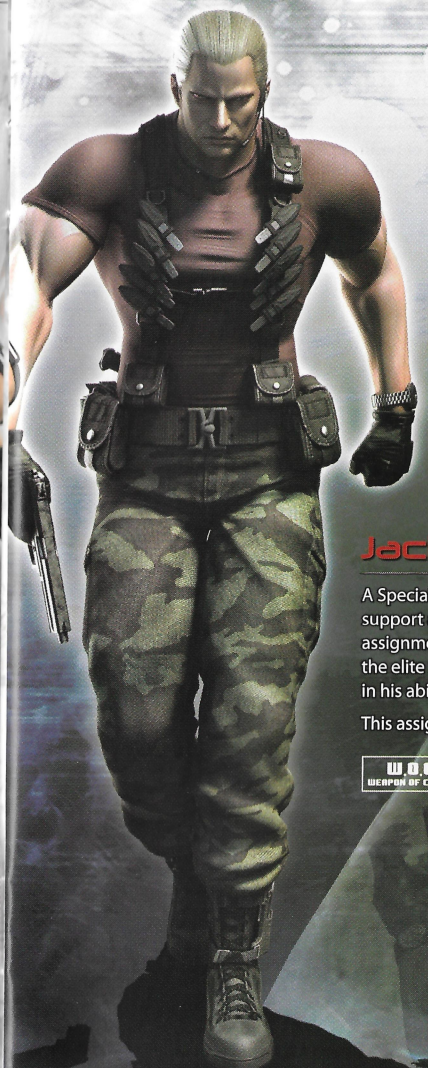
Leon S. Kennedy

Fought against B.O.Ws in Raccoon City, an encounter from which he barely escaped alive. Thereafter, he joined a special top-secret government agency and has since been involved in a variety of covert operations.

Aside from his considerable physical capabilities, Leon also boasts practical experience in battling B.O.Ws.

W.O.C WEAPON OF CHOICE **Magnum**

Operation Javier
2002



Jack Krauser

A Special Forces agent who has been assigned to provide support and assistance to Leon for the duration of his assignment. His skill in battle is unparalleled, even within the elite Special Forces unit. He has tremendous confidence in his abilities.

This assignment will be his first time working with Leon.

W.O.C WEAPON OF CHOICE **Bowgun**

Vimm's Lair

The Story

My battle with the virus began in that zombie-infested death town…

Raccoon City: a small Midwestern town surrounded by an enormous forest. It was a quiet place that never got much in the way of visitors – aside from its remote location, the town itself was fully sustained by the a single massive pharmaceutical corporation. But one day, rumors of bizarre incidents occurring there began to circulate. Two months after I first got word that something was happening…

September, 1998… I'll never forget it…

That was my first and last day as a police officer…

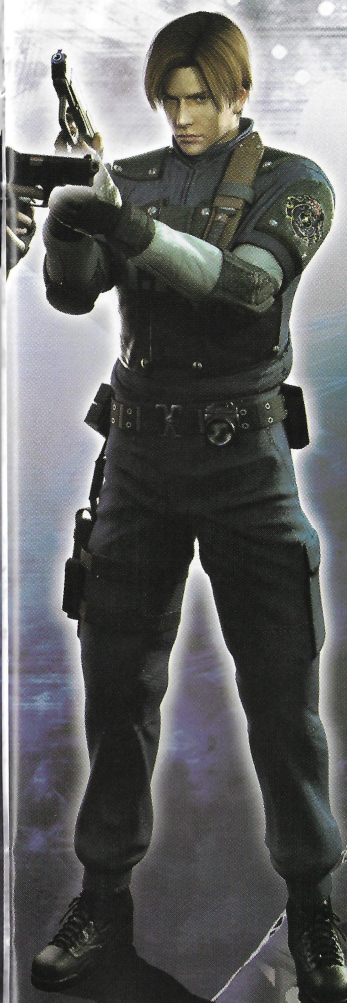
Claire Redfield

An energetic college student with a love for motorcycles.

Two months ago, her brother Chris, a member of the Special Forces unit known as "S.T.A.R.S." went missing. Driven by love and respect for her brother, she has come to Raccoon City to search for him.

Like her brother, she is spirited, ambitious, and can wield a variety of weapons with grace and ease.

W.O.C WEAPON OF CHOICE **Bowgun**



Leon S. Kennedy

A rookie police officer just barely 21 years old.

Fascinated by the series of bizarre murders in and around Raccoon City, he requested an assignment there when he graduated from the police academy.

On his first day on the force, Leon made the embarrassing mistake of oversleeping. So, with the sun already having set, he headed to Raccoon City to begin his duties.

W.O.C WEAPON OF CHOICE **Shotgun**

Vimm's Lair

The Story

That was... a terrible memory that I encountered...

It was three months after the tragedy at Raccoon City. I infiltrated an Umbrella facility in Europe to search for my brother, Chris, when I was captured and sent to a small deserted island. That island was Rockfort, the site of a massive research facility.

The only law that exists there is that of the iron-fisted despot, Alfred Ashford.

Steve Burnside

A young man and a prisoner on Rockfort Island. He was brought to the island several months ago.

After a mysterious attack destroyed the facility where he was held captive, Steve encountered Claire, who had escaped under similar circumstances.

W.O.C WEAPON OF CHOICE **Sub Machinegun**

Claire Redfield

Her harrowing experiences in Raccoon City allowed her to further develop her skills in combat. Although she was able to escape imprisonment due to the mutations on Rockfort Island, she is about to come up against a new terror.

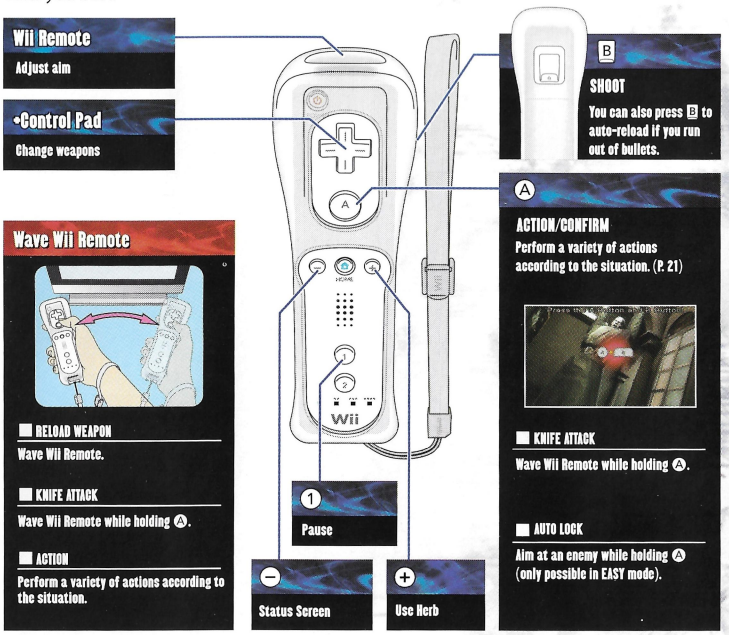
W.O.C WEAPON OF CHOICE **Grenade Launcher**

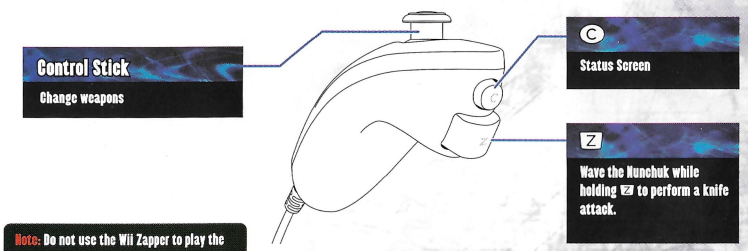
Vimm's Lair

Using the Controller

Wii Remote & Nunchuk

The diagrams below refer to the default configuration. They can be changed in the Controller Setup menu (P.18). While game can be played using only the Wii Remote, you can attach the Nunchuk for a more technical gameplay experience. Choose whichever style suits you best.



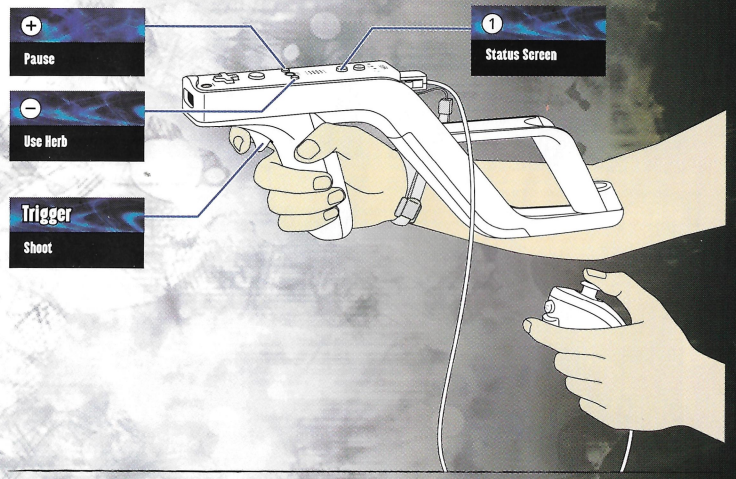


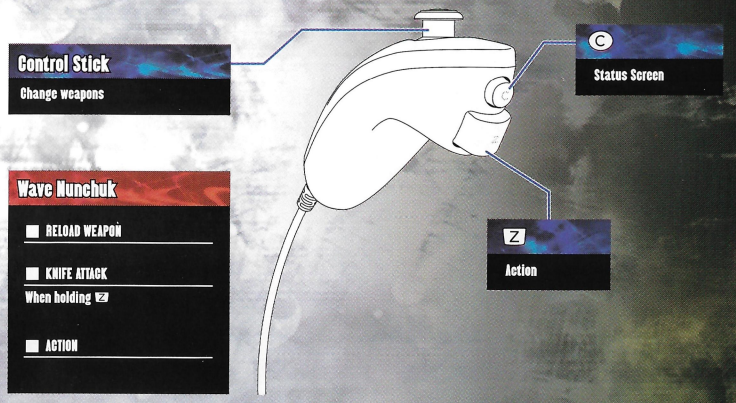
Note: Do not use the Wii Zapper to play the game when using only the Wii remote.

Wii Zapper & Nunchuk

Note: The Nunchuk is required when using the Wii Zapper.

Please switch to the Wii Zapper setting in the CONTROLLER SETUP menu when using the Wii Zapper (P.18). Do not attach the Nunchuk to the Wii Zapper during gameplay. The game can only be played by holding Wii Zapper and Nunchuk in separate hands.



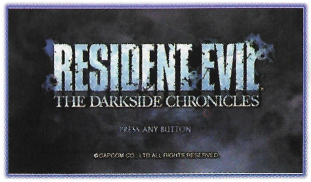


Vimm's Lair

Starting the Game

Starting the Game

A movie will begin shortly after starting the game. Press Ⓐ, Ⓑ, or Ⓩ to advance to the Title Screen. At the Title Screen, press any button (except for the Home Button) to advance to the SAVE FILE SELECT screen.



New Game

Select this option to begin a new game. After selecting "New Game", use the Wii Remote to select a "File." Confirm your decision with Ⓐ, then select a difficulty setting.

Easy Designed for beginners

Note: The lock-on function is only available in EASY mode.

Normal Recommended for average players.

Hard Recommended for players with some confidence in their shooting abilities.

Note: It is also possible to change the difficulty setting after creating a save file. (P.18).

File

Choose the FILE (Saved Data) option and press Ⓐ to continue a game already in progress.

When selecting a chapter, a message will be displayed if checkpoint data exists. Select a chapter with a checkpoint data , and choose Yes to start the game from where you last left off. Choose No and a message regarding the deletion of the checkpoint data will be displayed. If checkpoint data exists, the only way to proceed to the next screen is to delete the checkpoint data.

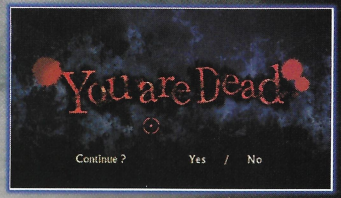
Game Over

The game ends when your character or your partner runs out of health.

Game Over Screen

This option allows you to resume playing even if you run out of health. Continue by selecting "Yes" at the Game Over screen.

The game will resume from your last checkpoint.



Save & Load

The game uses an auto-save system. Data is saved automatically after a chapter is cleared or a checkpoint is reached.

Checkpoint Data

Checkpoint data refers to data saved each time you reach a new checkpoint allowing you to pick up from where you left off should you stop playing in the middle of a chapter. Checkpoint data is erased once it has been loaded. Should you wish to resume your game without using your saved Checkpoint data, you will have to erase it.

Note: Only one checkpoint can be saved at a time for each file.

Vimm's Lair

Main Menu

Main Menu

The MAIN MENU is the first thing displayed when beginning a game.

In addition to the CHRONICLES option, which takes you to the Scenario Select screen, you can also select the ARCHIVES, SCORE, CUSTOMIZE, OPTIONS, and Nintendo Wi-Fi Connection Rankings options. To make a selection, point the Wii Remote at the desired option and press Ⓐ.

Chronicles (Scenario/Chapter Select)

Select the CHRONICLES option to begin a game. Using the Wii Remote, select a scenario and a chapter to play. More scenarios and chapters will become available as you progress through the game.

To add a second player, simultaneously press ❶ and ❷ on the Wii Remote assigned to the second player any time after selecting a scenario and before advancing to the Initial Weapon Select screen.

Character Select

Once you've selected a chapter, the game will advance to the Character Select screen. In a multiplayer game you can select both the 1P and 2P characters.

Initial Weapon Select

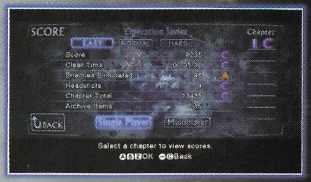
After selecting a character you will have to choose a starting weapon. You can change your weapon during a stage as well. Make sure to pick the right weapon for each stage.

Archives

Here you can review files that you've picked up throughout the game as well as items you've earned with high grades.

Score

Here you can review the highest grade attained in each chapter or stage for each difficulty level.



Customize

This option allows you to customize the game's weapons and upgrade their strength, capacity, etc. Weapon upgrades are purchased using coins, which can be earned by destroying certain objects within each stage.

Power	Upgrade this to increase a weapon's strength.
Rate of Fire	Upgrade this to increase a weapon's firing speed.
Reload Speed	Upgrade this to decrease the time it takes to reload a weapon.
Capacity	Upgrade this to increase a weapon's capacity.
Stopping Power	Upgrade this to make a weapon more effective at repelling oncoming foes.

Nintendo Wi-Fi Connection Rankings

Select this option to connect to the network where you can review your standing in categories such as score for each chapter, total score for all chapters, number of successful headshots, number of coins acquired, and 2P total score.

Note: You must configure your network settings before you will be able to utilize the Nintendo Wi-Fi Connection Rankings option (P.26).

Vimm's Lair

Options

Options

This section allows you to configure the game's settings.

Audio Setup

Adjust the volume of the in-game Music and SFX (Sound Effects).

Screen Setup

Specify the items to be displayed on the screen during gameplay. Turn Score display, remaining HP & Bullet display, Laser Sight, and in-game Caption ON or OFF.

Controller Setup

Configure the controller.

Note: Select this option to configure controls for Wii Zapper.

Sight Adjustment

Configure settings for aiming.

Brightness

Adjust the brightness of your television screen.

Difficulty

Change the difficulty setting.

Reload Adjustment

Adjust sensitivity settings for reloading.

Game Screen

Game Screen

Remaining Bullets — Displays the number of bullets left for the current weapon (total number of bullets you have).

The reload warning appears when you have no bullets left in your weapon. Make sure to reload as soon as possible. When you run out of bullets entirely the words EMPTY will appear on the screen. You won't be able to use any weapons that require bullets until you pick up some more.

Score — **Health** Player 1's Health — **Health** Partner / Player 2's Health

Reticle — Shows where your bullets will hit.

The aiming reticle will change from white to red when you aim at an enemy or object that can be fired at.

The center of the reticle will light bright red when you are aiming at an enemy's weak point.

There are points in the game at which one player will be unable to move or fire. When this happens, his or her aiming reticle will change to indicate that no shots can be fired.

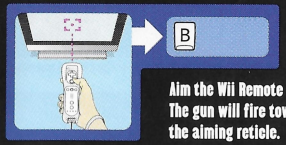
It is also possible to auto lock onto an enemy by holding A while aiming nearby. This feature allows for those who have a hard time shooting to enjoy playing the game as well.

Note: This feature can only be used when playing on the EASY setting.
Note: There are some situations in which the lock-on function cannot be used.

Vimm's Lair

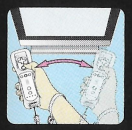
Player Actions

Shoot



Aim the Wii Remote at the screen and press B to fire. The gun will fire towards the location indicated by the aiming reticle.

Reload



Wave the Wii Remote (or the Nunchuk when playing with the Wii Zapper) to reload your weapon.

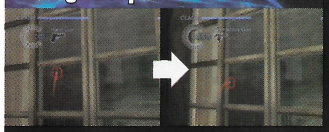
Auto Reload

When your gun is empty and the reload warning appears on the screen you can press B to auto-reload.

Knife

To execute a knife attack, press and hold A (or Z if using the Wii Zapper) and wave the Wii Remote (or the Nunchuk if using the Wii Zapper). The knife is more effective than any gun at attacking enemies that have latched onto you.

Change Weapon



You can use the +Control Pad (or the control stick if using the Wii Zapper) to change weapons mid-game. Each direction can be assigned to a different weapon on the Status Screen. Changing weapons in this fashion is very quick, so you can easily switch in a variety of situations.

Auto Lock

Note: This feature can only be used when playing on the EASY setting.

You can auto lock onto an enemy by holding A while aiming nearby. This feature allows for anyone to enjoy playing the game.

Pause

Pressing + at any point will pause the game and bring up the Pause Screen.

RETRY: Retry the chapter from the beginning.
STATUS: Go to the Status Screen.
OPTIONS: Go to the Options Screen.
MAIN MENU: Reset the game and return to the Title Screen.

Actions

You can execute a variety of actions depending on the circumstances by pressing A (or Z if using the Wii Zapper) or by inputting special commands.

Take Item

To take an item, aim in the direction of the item and press the button indicated on the screen.

Special Actions

Occasionally button combinations will appear on the screen to indicate that you can perform a special action or change your course. Aim the Wii Remote at the combination, then press the buttons indicated.

Action Command

A button combination will be displayed on screen when an enemy is charging at you to attack. Execute the commands as they are displayed to dodge the oncoming attack. Failure to execute the commands properly will result in your taking damage.

Counter Action

If a zombie grabs you, you can wave the Wii Remote to get it off. Use this move too often, however, and you will find it becoming less and less effective.

Fighting With a Partner

Your partner can perform a variety of actions to help you out in battle. These actions, however, change depending on your partner's remaining health.

Note: Single Player Only.

Partner has High Health

- ★ Partner will attack enemies frequently.
- ★ High likelihood that partner will help you if your counter action fails.

Partner has Low Health

- ★ Partner will not attack enemies as frequently.
- ★ Decreased likelihood that partner will help you if your counter action fails.

Be Careful! When your partner dies, it's game over!

As you play through the game, enemies will attack your partner as well as you. If your partner's health drops to zero, he or she will die. When this happens, the game will end even if you have all your health remaining.

In addition, enemies will also attack characters that you will have to work alongside throughout the game. If your partner or character in your care takes too many attacks, he or she will die and the game will end (escorted characters' health are not displayed on screen).

If an enemy grabs your partner or an escorted character, you can save him or her by killing it.

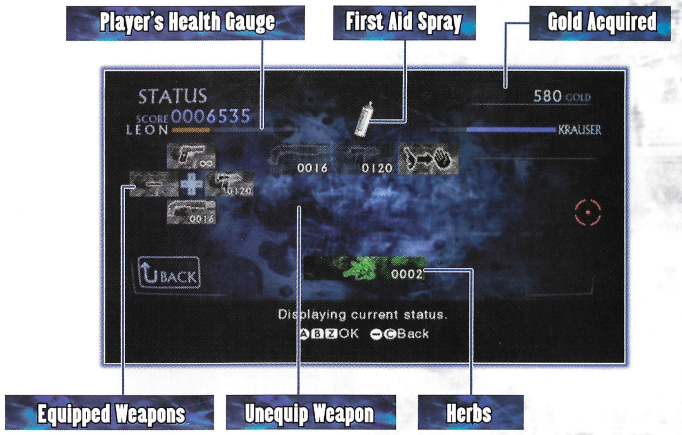
Using Herbs

If you have an herb, press + to use it and recover your health.

Vinni's Lair

Status

Status Screen



Weapons & Recovery Items

Equipping Weapons

You can assign the weapons that you have to any direction on the •Control Pad.

1. Use the aiming reticle to select the directional button to which you would like to assign a weapon.
2. Use the aiming reticle to select a weapon to assign.

Note: The steps above can be performed in reverse order as well.

Using Herbs

You can use herbs that you've picked up throughout the chapter on the Status Screen.

1. Select the herb.
2. Select the character whose health you would like to restore.

Note: You can also press ⊕ to use an herb during game play.

Weapons & Items

Types of Weapons

Handgun

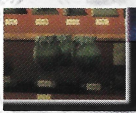
A weapon with an infinite supply of bullets. You can use this weapon to target an enemy's weak points or go for a headshot.

Shotgun

Scatters bullets over a wide range. Use it in close quarters to send an enemy flying backwards, but beware the reload times.

Sub Machinegun

What this gun lacks in power it more than makes up for in firing speed. Its continuous fire makes it useful in many circumstances.



Hand Grenade

Takes a little time to detonate after being thrown but causes a massive explosion.

There are a variety of other weapons as well!

Types of Items

Herbs

Medicinal herbs that restore some of your health. You can use them in the Status Screen or in game with ⊕.

First Aid Spray

If you have one of these it will automatically restore you to full health as soon as your HP drops to 0.

Archive Items

Pick up one of these items and it will be automatically saved in the Archives, where you can view it later. There are two types of files.

Character Files

These files allow you to view detailed character information or model data.

Voice Files

These files consist of audio recordings containing information related to the game's back story.

Vimm's Lair

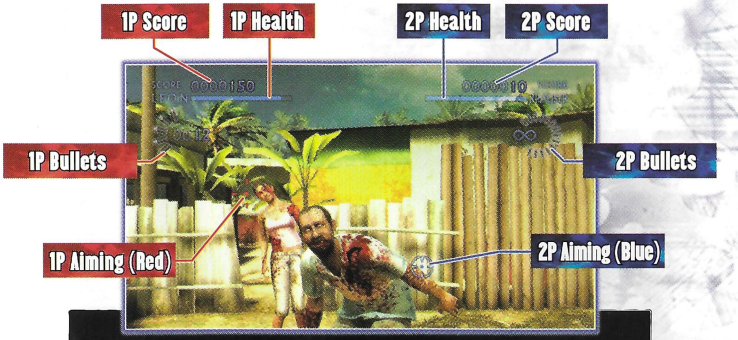
Two Player Mode

How to Play

Two players can play the game simultaneously. **Note:** Requires 2 Wii Remotes (P.16)

1. Advance to the Scenario Select screen.
2. Simultaneously press ① and ② on the Wii Remote assigned to slot 2. This allows a second player to join in the game.
3. Select a scenario.
4. Select each player's character.
5. Select your respective weapons.

Two Player Game Screen



- Both characters must successfully execute the appropriate combination in order to execute an Action Command.
- The 1P and 2P controls can be configured in any combination.
- Both characters equip the same weapons and bullets.
- Throughout the game there will be some occasions in which one of the characters will be rendered immobile.

Results

Results

After you clear a chapter your grades will be displayed on this screen.

Your grades consist of...

Score	Your score for the chapter.
	Note: Depending on where you shoot an enemy, the number of points you get will increase. Try shooting different areas.
Clear Time	The time taken to clear the chapter.
Enemies Eliminated	The number of enemies you repelled.
Headshots	The number of headshots you landed.
No-continue Clear	Bonus for not using any continues.
No-damage Clear	Bonus for not taking any damage.
Gold Collected	Number of coins acquired in the chapter.
Archive Items	Number of archive items acquired.

You will be assigned a rank based on a composite of these grades. High rankings earn you additional items and weapons.

You can check your high scores by selecting the SCORE option on the Main Menu.

Headshots

Fire at an enemy's weak points to deal massive damage. Furthermore, you can kill an enemy with a single shot by firing a handgun bullet directly at its head. (Headshots can only be executed on zombies)

Checkpoints

There are several checkpoints located throughout each chapter of the game. Checkpoint data is saved each time you reach a checkpoint.

Vimm's Lair

Nintendo Wi-Fi Connection Rankings

Network

This game allows you to connect to the internet and rank yourself against other players throughout the country. To enjoy the Nintendo Wi-Fi Connection Rankings features, select the Nintendo Wi-Fi Connection Rankings option on the Main Menu.

To Connect to the Internet

In order to connect to the Resident Evil: The Darkside Chronicles Nintendo Wi-Fi Connection Rankings System you must first configure the network settings on your system. For detailed information, please consult the Wii Operations Manual for details.

If You Can't Connect

If you can't connect to the internet an Error Code and Error Message will be displayed on your screen. For detailed information, please consult the Wii Operations Manual for details

Things to Keep in Mind Using the Resident Evil: The Darkside Chronicles Network...

- When you connect to the internet, any information that you enter (such as your username) will be viewable by a large number of people, so you should avoid inputting any personal information. Please also refrain from using words that others might find offensive.
- Please refrain from any actions that would inconvenience your fellow players, such as falsifying game data. Appropriate action will be taken against any user found engaging in cheating or otherwise dishonest behavior. This may include banning the user.
- Due to maintenance or other unforeseen difficulties, the Resident Evil: The Darkside Chronicles servers may temporarily go offline without warning. In addition, service may be discontinued at a future date. For details, please visit the following website.

Capcom Network Games Support
shop.capcom.com and select "Support"

- Capcom bears no responsibility for any sort of injury that may resultfrom connecting to (or failing to connect to) any and all online services for Resident Evil: The Darkside Chronicles.

Using Nintendo Wi-Fi Connection Rankings

1. Select Nintendo Wi-Fi Connection Rankings on the Main Menu.

2. If you are utilizing the service for the first time, you will be transferred to the username registration menu.

3. After registering a username, you will be able to register your player data in the rankings.

4. You can view your ranking in the following 7 categories.

Chapter Totals	Highest total score for each chapter.
Headshots	Number of successful headshots landed for each chapter.
Chapter Totals (2P)	Highest total score for each chapter in multiplayer mode.
Total Score	Sum total of high scores for each chapter.
Longest Headshot Combos	Longest head shot combo attained when playing the game.
Total Gold Acquired	Sum total of all gold acquired during game.
Total Score (2P)	Sum total of high scores for all multiplayer chapters.

Vimm's Lair

Hints

Know Where to Aim

An enemy's behavior will change depending on where you shoot it. Consider the circumstances and decide where to aim before taking your shot. When facing a zombie, equip the handgun and aim for its forehead to land a single, deadly headshot, or you could shoot out its legs to stop it in its tracks.

Customize Your Weapons

Collect coins and gold bars by destroying objects located throughout each stage.

You can then use this gold to purchase weapon upgrades. Upgrade a weapon's Power and Stopping Power and you'll be able to take on even the most deadly of foes.

Defend Yourself!

You can stop a powerful incoming attack by dealing a certain amount of damage to a specific weak point on the attacking enemy. This strategy is indispensable when taking on stronger foes.

Save Your Partner!

The frequency of your partner's attacks decreases as he or she takes damage. Furthermore, your partner's death means game over for you, so always make sure to help him or her out whenever necessary.

Heal Often

Herbs can be used to recover health at any time. In the second half of the game you will find yourself facing an increasingly large number of attacks that can deal major damage. Keep careful track of your health as you confront the game's more powerful foes.

Use Your Knife Wisely

Depending on the circumstances, your knife can be used to great effect. Use it aggressively against enemies that have latched onto you. In addition, the knife is the only weapon that is effective against spiders. When you come across one, get out your knife and slash it as soon as you can.

RESIDENT EVIL
THE DARKSIDE CHRONICLES

CREDITS

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Capcom U.S.A., Inc.

President, Chief Executive Officer
Hiroshi Tobisawa

Chief Operating Officer
Mark Beaumont

Chief Financial Officer
Kazuhiko Abe

Controller
Romanus Wong

Product Development

Senior Planning Producer
Erin Krell

Operations Manager
Dave Witcher

Submissions Coordinators
Brian Fujimoto
Nina Rodgers

Technical Director
Takashi Kubozono

Web Technologies Manager
Tom James

Web Technologies Senior Engineer
Mark Holtz

Marketing

Vice President, Marketing
Mona Hamilton

Brand Marketing Director
Mike Webster

Product Manager
Matt Dahlgren

Channel Marketing Manager
Josh Margulies

Channel Marketing Coordinator
Reed Baird

Creative Services and Events

Senior Director, Creative Services & Events
Francis Mao

Events Manager
Sissie Chang

Production Manager
Christine Converse

Graphic Designer
Stacie Yamaki

Web Graphic Designer
Kevin Converse

Copywriter/Submissions Manager
Derek Van Dyke

Manual Production
Off Base Productions

Public Relations and Community

Senior Director, Communications & Community
Chris Kramer

Senior Public Relations Manager
Melody Pfeiffer

Public Relations
Brian Keltner
Wes Phillips
Jason Allen
Gerald Hom

Senior Community Manager
Seth Killian

Community
Joveth Gonzalez
Shawn Baxter

eCommerce Manager
Darin Johnston

Customer Support
Randy Reyes

Communications

Senior Divisional Communications Manager
Kaori Tsukuda

Divisional Communications Manager
Tsuyoshi Kanda

Translation/Interpreter Coordinators
Shino Imao
Gosei Mori

Operations

Vice President, Operations
Louie Reyes

Operations Supervisor
Albert Cruz

Operations Administrator
Chris Cubacub

Vimm's Lair

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Vice President, Business Development & Strategic Planning
Christian Svensson

Business Development & Strategic Planning Director
Seon King

Business Development Analyst
Dean Borgus

Business Development Manager
Chari Andrian

Corporate Counsel
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Vimm's Lair